

IN THE SPECIFICATION:

Please replace the paragraph beginning on page 9, line 7 with the following rewritten paragraph:

--Fig. 2 is a flowchart of an embodiment of a license creation routine 200 that may be performed when generating a new license for a gaming system configuration such as the configuration of gaming system 10. The license creation routine 200 may be performed using a suitable computer system, under the control of the licensor. Referring to Fig. 2, the license creation routine 200 may begin operation at block 202 where one or more license parameters are selected. The license parameters may be selected from any number of physical functions of the gaming system 10 and may include, for example, the maximum number of the gaming units 20 that the monitoring apparatus 40 ~~22~~ may monitor, and/or the maximum number of work stations 21 that may be connected to gaming system 10, etc. The license parameters may also be selected from any number of operational functions of the gaming system 10 and may include, for example, the gaming system site name, the gaming system site identification number, the expiration date of the license, the permissible operating modes for gaming system 10 such as stand-alone mode ~~verses~~ versus master-slave mode, the number and type of reports that may be run on the gaming system 10, etc. Each of the one or more parameters is assigned a name-value pair at block 204. In one embodiment, the name-value pair may exist in a non-hierarchy, flat structure while in another embodiment, the name-value pair may exist in a hierarchy, tree-like structure. The "name" of each pair is typically a standard string of characters generally recognizable by a human reader. For example, a name may be a "Site Name", a "Max Machine Count". The "value" of each pair may be anything that is appropriate to selected parameter. Typically, there are two primary data types used to describe the "value" including a string and an integer. For example, if "Site Name" is selected for the "name", the "value" may contain a string indicating the owner of the gaming system. If "Max Machine Count" is selected for the "name", the "value" may contain an integer such as 500. The strings may be encoded as ASCII, Unicode, UTF-16, or any other industry standard or proprietary encoding scheme.--